

IN THE CLAIMS:

This listing of claims will replace all prior versions, and listings, of claims in the present application:

1. (Currently amended) A method for storing streaming media data in a cache memory, the method comprising:

receiving the streaming media data from a streaming media server, the streaming media data comprising a series of packets of media data, the packets of media data including header data and payload data;

separating the header data from the payload data;

storing a portion of the header data in a session data object in the cache memory; and

storing the payload data in a first plurality of data objects in the cache memory, wherein each data object of the first plurality of data objects is directly addressable in the cache memory via an associated object handle, and wherein each data object of the first plurality of data objects stores a portion of the payload data.

2. (Original) The method of claim 1

wherein a data object of the first plurality of data objects comprises an object meta data portion and a plurality of data chunks;

wherein storing the payload data in the first plurality of data objects in the cache memory further comprises:

storing a number representing a total number of data chunks in the plurality of data chunks, in the object meta data portion; and

storing a subset portion of payload data from a portion of payload data, in the plurality of data chunks.

3. (Original) The method of claim 2

wherein a data chunk of the plurality of data chunks comprises a chunk meta data portion, packet meta data portion, and a plurality of packet payloads,

wherein storing a subset portion of payload data from the portion of payload data, further comprises:

storing a number representing the total number of packet payloads in the plurality of packet payloads, in the chunk meta data portion;

storing a presentation time for each packet payload, in the packet meta data portion, and

storing a subgroup of payload data from the subset portion of payload data, in the plurality of packet payloads.

4. (Previously presented) The method of claim 36 wherein the streaming media data are formatted for playing on players selected from the group: RealNetworks Real Player - compatible, Microsoft Media Player -compatible, Apple QuickTime player -compatible.

5. (Original) The method of claim 1 wherein receiving the streaming media data from the streaming media server comprises receiving the streaming media data from the streaming media server via a port selected from the group: 554, 2001, 1755, 80.

6. (Original) The method of claim 3 wherein the portion of the payload data are associated with a first logical segment of the streaming media data.

7. (Original) The method of claim 1 wherein the method further comprises:

storing another portion of the header data into the first plurality of data objects in the cache memory.

8. (Previously presented) A method for serving streaming media data from a cache memory, the method comprising:

retrieving payload data from a first plurality of data objects in the cache memory, wherein each data object of the first plurality of data objects is addressable in the cache memory via an associated object handle, and wherein each data object of the first plurality of data objects stores a portion of the payload data;

retrieving header data from a session data object in the cache memory;

combining the header data and the payload data to form a stream of media data;

and

serving the stream of media data to a client.

9. (Original) The method of claim 8

wherein a data object of the first plurality of data objects comprises an object meta data portion and a plurality of data chunks;

wherein retrieving payload data from the first plurality of data objects in the cache memory further comprises:

retrieving a number representing a total number of data chunks in the plurality of data chunks from the object meta data portion; and

retrieving a subset portion of payload data from a portion of the payload data from the plurality of data chunks.

10. (Previously presented) The method of claim 9

wherein a data chunk of the plurality of data chunks comprises a chunk meta data portion, a packet meta data portion, and a plurality of packet payloads,

wherein retrieving the subset portion of the payload data from the portion of the payload data, further comprises:

retrieving a number representing the total number of packet payloads in the plurality of packet payloads from the chunk meta data portion;

retrieving a presentation time for each packet payload from the packet meta data portion, and

retrieving a subgroup of payload data from a subset portion of payload data from the plurality of packet payloads.

11. (Previously presented) The method of claim 37 wherein the stream of media data are formatted for playing on players selected from the group: RealNetworks Real Player - compatible, Microsoft Media Player -compatible, Apple QuickTime player -compatible.

12. (Original) The method of claim 8 wherein serving the stream of media data to the client comprises serving the streaming media data via a port selected from the group: 554, 2001, 1755, 80.

13. (Previously presented) The method of claim 10 wherein the portion of the payload data are associated with a duration of less than or equal to approximately a time selected from the group: 5 seconds, 10 seconds, 30 seconds, 1 minute.

14. (Original) The method of claim 8 wherein the method further comprises:

storing another portion of the header data into the first plurality of data objects in the cache.

15. (Previously presented) A computer program product for a computer system including a processor and a memory, the computer program product comprising:

code that directs the processor to receive streaming media data from a streaming media server, the streaming media data comprising a series of packets of media data, the packets of media data including header data and payload data;

code that directs the processor to separate the header data from payload data;

code that directs the processor to store a portion of the header data in a session data object in the memory; and

code that directs the processor to store the payload data in a first plurality of data objects in the memory, wherein each data object of the first plurality of data objects is directly addressable by the processor in the memory via an associated object handle, and wherein each data object of the first plurality of data objects stores a portion of the payload data;

wherein the codes reside on at least one tangible medium.

16. (Original) The computer program product of claim 15

wherein a data object of the first plurality of data objects comprises an object meta data portion and a plurality of data chunks;

wherein code that directs the processor to store the payload data in the first plurality of data objects in the cache memory further comprises:

code that directs the processor to store in the object meta data portion, a number representing a total number of data chunks in the plurality of data chunks; and

code that directs the processor to store in the plurality of data chunks, a subset portion of payload data from a portion of payload data.

17. (Original) The computer program product of claim 16

wherein a data chunk of the plurality of data chunks comprises a chunk meta data portion, packet meta data portion, and a plurality of packet payloads,

wherein code that directs the processor to store the subset portion of payload data from the portion of payload data, further comprises:

code that directs the processor to store in the chunk meta data portion, a number representing the total number of packet payloads in the plurality of packet payloads,

code that directs the processor to store in the packet meta data portion, a presentation time for each packet payload; and

code that directs the processor to store in the plurality of packet payloads, a subgroup of payload data from a subset portion of payload data.

18. (Original) The computer program product of claim 17 wherein the plurality of data chunks each have an associated payload data duration of less than or equal to approximately a time selected from the group: 10 seconds, 30 seconds, 1 minute.

19. (Original) The computer program product of claim 17 wherein the plurality of data chunks each have a size less than or equal to approximately a size selected from the group: 64 Kbytes, 128 Kbytes, 512 Kbytes, 1 Mbyte.

20. (Previously presented) The computer program product of claim 15 38 wherein a format for the streaming media data is selected from the group: Microsoft Media Streaming - compatible, Real Time Streaming Protocol - compatible, RealNetworks - compatible, QuickTime-compatible.

21. (Previously presented) A cache memory configured to provide streaming media data, the cache memory comprising:

- a session data file storing header data, wherein the header data are selected from the group: encoding scheme, duration;

- a plurality of data objects storing payload data, wherein each data object of the first plurality of data objects is addressable in the cache memory via an associated object handle, and wherein each data object of the first plurality of data objects stores a portion of the payload data;

- code that directs a processor to retrieve header data from the session data object in the cache memory;

- code that directs the processor to retrieve payload data from the plurality of data objects in the cache memory;

- code that directs the processor to combine the header data and the payload data to form a stream of media data; and

- code that directs the processor to serve the stream of media data to a client.

22. (Original) The cache memory of claim 21

- wherein a data object from the plurality of data objects comprises an object meta data portion and a plurality of data chunks,

wherein the object meta data portion stores a number representing a total number of data chunks in the plurality of data chunks, and

wherein each data chunk of the plurality data chunks stores a subset of the payload data.

23. (Original) The cache memory of claim 22

wherein a data chunk from the plurality of data chunks comprises a chunk meta data portion, a packet meta data portion, and a plurality of packet payloads,

wherein the chunk meta data portion stores a number representing a total number of packet payloads in the plurality of packet payloads,

wherein the packet meta data portion stores a presentation time for each packet payload, and

wherein each of the plurality of packet payloads stores only a smaller subset of the payload data.

24. (Original) The cache memory of claim 21 wherein each data object has an associated presentation time.

25. (Previously presented) The cache memory of claim 39 wherein the stream of media data has a format selected from the group: Microsoft Media Streaming - compatible, Real Time Streaming Protocol - compatible, RealNetworks -compatible, QuickTime-compatible.

26. (Original) The cache memory of claim 21 wherein code that directs the processor to serve the stream of media data to a client comprises code that directs the processor



to serve the stream of media data to a client on a port selected from the group: 554, 2001, 1755, 80.

27. (Original) The cache memory of claim 21 wherein object handle comprises an object pointer.

28-35. (Cancelled)

36. (Previously presented) The method of claim 1 wherein the streaming media data are formatted for playing on a multimedia player.

37. (Currently amended) The method of claim 8 wherein the stream of media data are is formatted for playing on a multimedia player.

38. (Previously presented) The computer program product of claim 15 wherein a format for the streaming media data is compatible for playing on a multimedia player.

39. (Previously presented) The cache memory of claim 21 wherein the stream of media data has a format compatible for playing on a multimedia player.